

# Ming Chi

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## Objective

Internship in spring 2016. Full-time position starting from summer 2016.

**As:** software engineer/programmer/web developer/database manager.

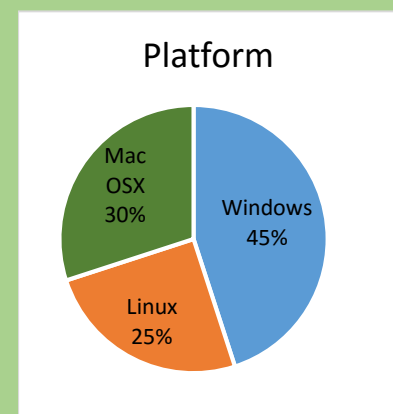
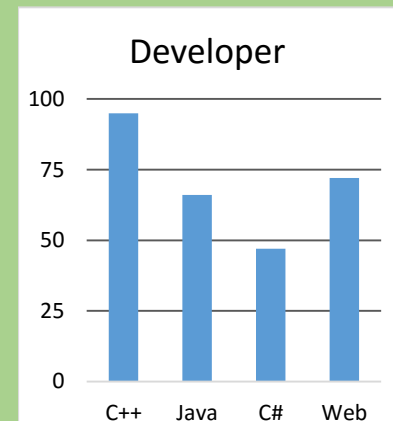
## Education

- **University of Pittsburgh** [2014.9 – 2016.5]  
Master of Science in Information Science
- **China University of Geosciences** [2010.9 – 2014.6]  
Bachelor of Engineering (Major: GIS)

## Project Experience

- **Distributed Database Query Server using Facebook PrestoDB**  
Main contributor. Java restful server processing queries and generate results as back-end. Web page using bootstrap and knockout as front-end. [See: <http://infsci2711.github.io/Query>]
- **Mobile Game-like App for Java Learning**  
UI designer & backend data simplifier. Extracted backend server data (a complex JSON) and leave only the required information.
- **“Best NBA Manager” – Decision System**  
Data collector & model builder. Collect several seasons’ data from official NBA player database and build model.
- **Online Marketing Program**  
Schema designer. Sample data generator. Using C++ & R to generate millions of records and pushed the records to database.
- **Digital Watermarking for Geo-Spatial Vector Data**  
Bachelor Thesis Design. An application with inserting watermark, verification, and testing watermark robustness based on MapGIS 10, with a C# UI lib and a C++ algorithm lib.
- **Prototype GIS System**  
Main designer and contributor (UI, map layer control and zoom functions). An application programmed to have GIS mapping function, with vector editing and layer management, using MFC & SQLServer.

## Main Skills



## Other Background

- Database Management
- R Language
- Image Processing
- UI Design
- Computer Graphics
- GIS
- Code Lib Wrapping
- Mobile App Develop



For more information about projects, demos, self-developed apps:  
Please visit: <http://ndsorrowchi.github.io/html/past-projects.html>  
Or, scan the QR code on the right to get to the projects page.